Zombie Plague

-A survival game by Brian S. Roe & Skott Kilander

For **1-5**
brave players
60 minutes

Zombie Plague

A board game by Brian S. Roe & Skott Kilander
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Rules reorganized and expanded by Josh (BGG user "squash")

The entire country has been infected by an unknown plague, the symptom of which is the reanimation of dead human bodies. These "undead" humans' single drive is to feed on the flesh of the living. The cause of this plague remains unexplained. Despite desperate efforts by the national government and local authorities to control the situation, society has effectively collapsed and the remaining survivors seek refuge wherever they can. Cities, with their dense populations, have essentially become death traps. A group of survivors has managed to escape from the city, fleeing to the suburbs in hopes of finding a safe haven from the terror...

Zombie Plague is a board game for 1 to 5 players in which human players must cooperate to barricade a house, search for useful items, and survive, while fighting off hordes of zombies.

COMPONENTS

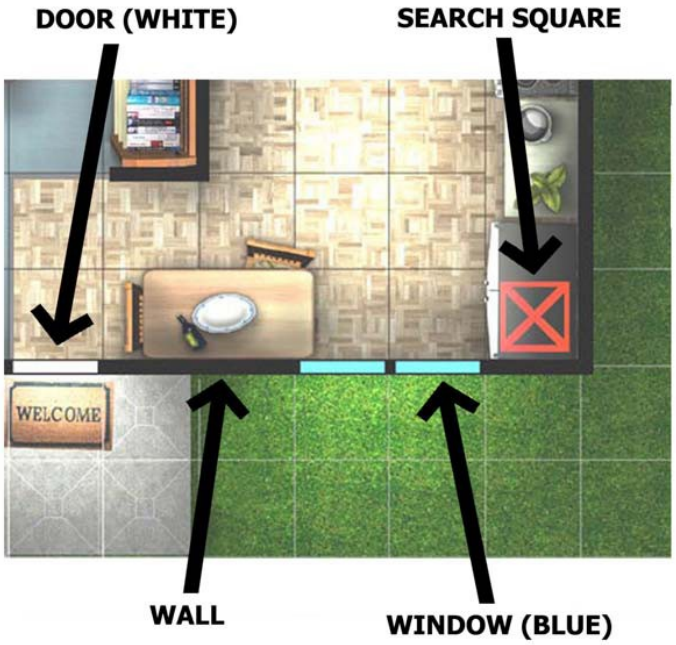
4 Game boards (in 2 parts each, with squares numbered 1-20 along each edge):
-House
-Church
-Island
-City

25 Playing figures:
-4 human heroes
-1 painted zombie
-20 unpainted zombies

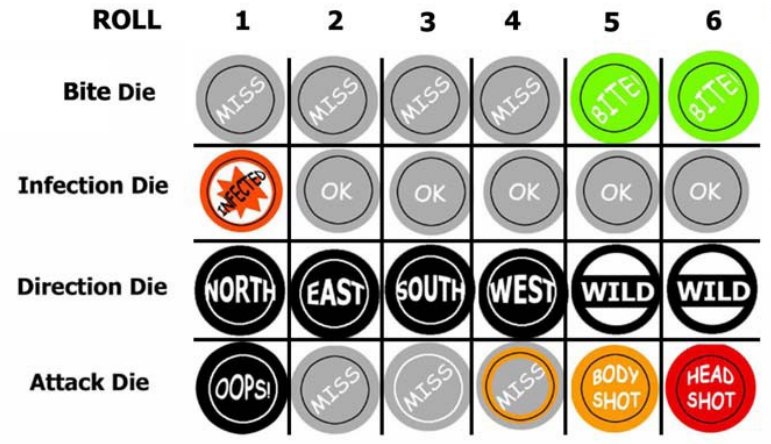
9 Dice:
-1 red 20-sided die
-1 black 6-sided die
-1 black 8-sided Direction die (2 NORTH, 2 SOUTH, 2 EAST, 2 WEST)
-1 white 6-sided Direction die (1 NORTH, 1 SOUTH, 1 EAST, 1 WEST, 1 white WILD, 1 red WILD)
-2 blue 6-sided Attack dice (1 HEAD SHOT, 1 BODY SHOT, 1 orange MISS, 2 grey MISS, 1 OOPS!)
-1 black 6-sided Zombie/Bite die (2 BITE, 4 MISS)
-1 yellow 6-sided Infection die (1 INFECTED, 5 OK)
-1 red 6-sided Flare die (1 red "star", 3 blue "star", 2 blank)

67 Search cards:
-24 Weapon cards
-21 Item cards
-21 Event cards
-1 Cellar card

Tokens and markers:
-1 cellar tile
-10 Barricade markers with stands
-5 Flare markers
-10 black Search tokens
-10 red Search tokens
-10 purple Search tokens
-10 yellow Search tokens



EVENT CARD
SURPRISE!
A zombie appears next to the search square (or as close as possible). This zombie does not count towards the max # of zombies. Whoever kills this zombie may draw one search card.



CHOOSING PLAYERS

For **1** player: The player controls 4 human figures (or fewer for a greater challenge).
For **2** players: Each player controls 2 human figures (or 1 player controls 4 human figures and the other controls the zombies).
For **3** players: Each player controls 1 human figure (or 2 players control 2 human figures each and 1 player controls the zombies).
For **4** players: Each player controls 1 human figure (or 3 players control 1 human figure each and 1 player controls the zombies).
For **5** players: One player must control the zombies, and the other 4 players control 1 human figure each.

SETUP

Choose a board to play on and decide which direction will represent “north”. If there is a zombie player, roll the black, 8-sided Direction Die and places one zombie anywhere in the first row of squares at that edge of the board. If there is no zombie player, roll the black, 8-sided Direction Die and the 20-sided die, and place one zombie on the corresponding square on the game board. All human players choose a character(s), take the corresponding figures and one set of 10 Search Tokens for each character, and place the figures anywhere in the first row of squares on the opposite edge of the board from the zombie.

Using all the Search cards provided for Zombie Plague can be too many cards, so you may choose to pre-select a deck of 40 Search cards before the game. Shuffle the cards and place them face down near the board. When selecting a deck, you must always include **THE CELLAR** and **CAR KEYS**. Beyond that, it’s the players’ preference, and can even be done randomly. For a more challenging game, remove excessively powerful cards including FLAMETHROWER, CHAINMAIL SUIT, ASSAULT RIFLE, RIOT SHIELD, and MOLOTOV COCKTAIL. These items and weapons just don’t make sense in a suburban home, and often make for an easy human victory.

HOW TO WIN

For the human players: When the following three victory conditions are accomplished, in any order, the human players win:

1 - All search squares (marked with a red **X**) have been searched by at least 1 human.
2 - All outer windows and doors of the main building are barricaded with all (surviving) human players inside.
3 - No zombies are inside the main building.

For the zombies: As soon as all human players are either zombified or dead, the zombies win.

PLAYING THE GAME

The game is played in rounds, with each human character and the zombies taking a turn every round. If there is no zombie player, randomly choose a player to receive the painted zombie figure for the first round. The player to the left of the player who receives the zombie will be the first player to take a turn. The player with the zombie will be the last human player to take a turn, and will then control the zombies for that round. After the zombie turn has been completed, the painted zombie is passed to the player to the left of the player who just controlled the zombies. The player to the left of that player will be the first to take a turn in the next round, and so on.

If there is a zombie player, the human player sitting to the left of the zombie player takes the turn first. Then, going clockwise, each human player completes their turn. Finally, the zombie player completes her/his turn.

For the HUMAN PLAYERS: The game board is set up on a 1-inch grid. All movement and attacks happen along this square grid. Each human has 4 Action Points (or APs) per turn. Each turn, they can use up to 4 APs to do any actions in any order. The following human actions cost 1 AP each (unless otherwise stated):

• **Move forward one square** – Move one square in the direction your figure is facing. Diagonal movement is not allowed. Anything on the board that looks like an obstacle (i.e. couches, shrubs, rocks, etc.) IS an obstacle and cannot be moved through. On the **House** map, the brownish rectangular thing in the back yard is a brick patio and can be walked upon. All street curbs can be walked over without any problems. No character may pass through a square that is occupied by another figure, whether human or zombie. Doors (white) are considered to be unlocked and cost no extra APs to pass through. Windows (light blue) cost **2 APs** to crawl through.

• **Move backward one square** – Costs **2 APs**. Move back one square without changing the direction you are facing.

• **Turn left or right** – Turn 90 degrees to the left or right.

• **Barricade a window or door** – To barricade a window or door, a figure must be adjacent to, and facing, the window or door. It costs 1 AP to put up a barricade - place a barricade marker over the window or door. Once a window or door is barricaded, no humans or zombies may pass through it and no attacks may be made through the barricade. A barricade can be taken down by a human player for a cost of 4 APs, and must be spent on a single turn. Doors and windows inside buildings can be barricaded as well.

• **Attack** – You may only attack the square directly in front of you, or, if using a firearm, the first zombie in a straight line in front of you. Weapon cards have their own modifiers printed on them, and any modifiers overrule the

attack chart (on the next page). Firearms give a certain range of squares that an attack can reach. You cannot shoot through a human player in order to hit a zombie, nor can you intentionally fire at a human, however if you shoot a SHOTGUN (or any firearm) at zombies while another human figure is in range, the human is attacked as well. Walls and barricades cannot be fired through, but any other obstacles can be fired over. Both hand-to-hand and ranged attacks can be performed through unbarricaded doors and windows if the attacking figure is adjacent to them.

For SHOTGUN attacks, you do not roll for every zombie that is within your range of squares. Rather, you roll one Attack die for all zombies (and possibly humans!) that are within range. Keep in mind that your SHOTGUN attack only affects the first row of zombies that are hit, and that the SHOTGUN must be out of ammo before it can be used as a BASEBALL BAT.

For non-ranged weapons (such as the KITCHEN KNIFE, WRENCH, SCREWDRIVER, et.), follow the instructions on the card. For example, the KITCHEN KNIFE, says “Kills zombies on a roll of 6,” which means 6 is a HEAD SHOT, 5 is BODY SHOT, 2 to 4 is a MISS, and 1 is an OOPS!. A BASEBALL BAT modifies the basic attack rules saying, “Kills zombies on a roll of 5 or 6,” which means 5 and 6 are a HEAD SHOT, no BODY SHOT, 2 to 4 is a MISS, and 1 is an OOPS!

If no modifiers are listed on the Weapon card, then follow the attack chart below. Attacks are resolved using a blue Attack die (or the black, 6-sided die if using a weapon which modifies the roll). If an attacking human is unarmed, roll 2 blue Attack dice for each ATTACK action. If the rolled dice match, then the result takes effect. The only exception is that a roll combination of BODY SHOT and HEAD SHOT counts as a BODY SHOT.

Attack dice results:

-**OOPS! -** Unless using a weapon that gives specific instructions for an OOPS! result, you lose the rest of your APs for that turn as you struggle to regain control of your weapon. If you are using a firearm, an OOPS! indicates that your firearm is out of ammo. In this situation, you will not lose the rest of your APs (unless otherwise stated on the Weapon card), but you will lose the use of the weapon. (If you roll an OOPS! while using the CHAINSAW, you do not lose the CHAINSAW, but your grip slips and you injure yourself. Roll the Infection die to check if you become zombified. If not,
continue using your remaining APs as normal.)
-**MISS -** Nothing happens.
-**BODY SHOT -** The zombie is pushed back 1 square from the direction of the attack. If the pushed zombie ends in a square occupied by another zombie, that zombie is also pushed back. Obstacles, walls, and humans behind the zombie(s) prevent the “push back” movement from occurring. Unless modified by text on a Weapon card, BODY SHOT does not kill a zombie.
-**HEAD SHOT -** The only way to kill a zombie is to destroy its brain! The zombie is killed and removed from the board.

• **Search a Search square** – To search, a human must be directly adjacent to, and facing, a search square (marked with a red **X**). Draw a Search card from the top of the deck until you draw an ITEM card or a WEAPON card. Any EVENT cards that are drawn take effect immediately, and are then discarded. Each human character may search each search square only once, but multiple humans can search the same square during the course of the game. To indicate that a character has searched a specific search square, place one of that character's Search Tokens on the search square. All that matters for the human victory conditions is that each square has been searched by at least one character. You can only hold one weapon at a time. If you already have a weapon and draw another Weapon card during a search, you must immediately discard one. When you discard a card, it is removed from the game and no one else may get it. You can hold an unlimited number of items.

Regarding the MED PACK and the FIRST AID KIT, the MED PAK nullifies a bite after it occurs, so if a human player gets bitten, they can use the MED PAK to prevent getting pushed back one square and rolling for infection. The FIRST AID KIT is used after getting bitten **and** getting infected. Essentially, it allows the human to continue living, with the chance that they may succumb to the infection on any turn.

Regarding FLARES, when a player draws the FLARES card, they also take 4 flares markers. For 1 AP, the player may toss a flare up to 2 squares away, onto an empty and unoccupied square – place a flare marker in that square. A zombie may never willingly move into a square containing a flare marker, and if forced into such a square, the zombie is immediately killed. Humans may never willingly end their movement in a square containing a flare marker, however they may move through such squares at the risk of catching fire. Any time a human moves through a flare marker, they must roll the red Flare die. On a roll of a RED STAR, the human catches fire and is immediately killed. On any other roll, the human is unharmed and nothing happens. If a human is forced to end a turn while still occupying a square with a flare marker, the human dies. Humans killed by flares do not become zombies – they are simply removed from play. At the end of every zombie turn, before beginning the next round, roll the red Flare die for each flare marker that is on the board. On a roll of a BLUE STAR, the flare fizzles out (remove the flare marker from play). On any other roll, the flare remains lit for the next round.

• **Exchange/give item or weapon** – You must be adjacent to, but not necessarily facing, at least 1 other human player. For 1 AP, you may give or trade any number of items or weapons. Keep in mind that each human player can only hold one weapon at a time.

On the **Island** game board, humans must spend double APs to perform any action (including movement) in water squares. This penalty does not apply to zombies.

On both the **Island** and the **City** game boards, some windows are blocked by objects on either the inside or outside. These blocked windows can NOT be moved through, but CAN be fired through by ranged weapons or items. These windows do NOT need to be barricaded to accomplish the human victory conditions.

For the ZOMBIE PLAYER: The zombie turn begins by spawning new zombies. If there is a zombie player, roll the white, 6-sided Direction die and place 2 zombies anywhere on the first row of squares at that edge of the board (on a roll of "WILD", the zombie player chooses the side of the board). If there is no zombie player, roll both the black, 8-sided Direction die and the red 20-sided die for each zombie to determine the exact squares on which they will appear (all game boards have stickers numbered 1-20 on the squares along all 4 edges of the board). If that square is occupied, roll again. Regardless of whether there is a zombie player or not, when playing the **Church** game board, roll the white, 6-sided Direction die. On a roll of the red "WILD", place a zombie on the open grave in the cemetery. On a roll of the white "WILD", place a zombie on the open grave in the mausoleum. The maximum number of zombies on the board is limited to 4 times the number of human figures that are currently on the board. If the maximum number of zombies is on the board at the start of the zombies' turn, no new zombies may be spawned. Even if zombies are killed, the zombie player still spawns only 2 new zombies at the start of their turn up to the maximum number.

The zombie player then activates each individual zombie figure, including the zombies just placed, up to 2 APs. (Zombies are much slower than humans, but there are much more of them.) The following zombie actions cost 1 AP each:

• **Move forward one square** – Move one square in the direction the zombie figure is facing. Diagonal movement is not allowed. Anything on the board that looks like an obstacle (i.e. couches, shrubs, rocks, etc.) IS an obstacle and cannot be moved through. Windows do not cost extra APs for zombies to crawl through. If 4 zombies line up against a barricaded window or door (connected by solid squares, no diagonals, although it does not have to be a straight line), the zombie directly adjacent to the barricade can break it by walking through it. A zombie must move "through" a barricade to break it. If the space on the other side of the barricade is occupied by a human (facing any direction), the barricade is held up and cannot be broken.

• **Turn left or right** – Turn 90 degrees to the left or right.

• **Bite** – The zombie figure must be directly adjacent to and facing a human figure. Roll the black Bite Die. On a roll of "BITE", the zombie successfully bites the human. If bitten, move the human figure one square directly back from the attack, as they fall back in shock. The human player must then roll the yellow Infection Die, to check if they become a zombie. On a roll of "INFECTED", the human figure is zombified, and is immediately replaced with

a zombie figure. That human player is out of the game. If a human becomes a zombie, any items or weapons they were carrying are still carried, but they can't be used. If a human player later kills that zombie, those items are immediately transferred to that player. If the total number of zombies exceeds the normal maximum as a result of one or more humans becoming zombified, zombies are not removed from the board, but when zombies are killed new ones don't respawn until the number of zombies on the board is under the new lower maximum number.

As a general rule, the zombie player must move her/his zombies "realistically." Zombies must always move toward a specific goal (preferably a human). They cannot "camp out" at a location, unless there are no humans within a reasonable distance. In any case, use your best judgment to ensure that zombies act like zombies, and not well-trained army platoons.

In a game with no zombie player, the following determines the zombies' choice of actions. If there are any ties for distances to targets, whichever player is currently controlling the zombies must use her/his judgment to make the most advantageous move for the zombies. Likewise, if a situation arises where a lower priority action would make much more sense in the context of the current turn, the player controlling the zombies may overrule the normal priorities in order to increase the advantage to the zombies. The same applies to zombie Event cards – whoever is controlling the zombies must make the decision that would most benefit the zombies.

First priority: **BITE**. If there is a human directly in front of the zombie, the zombie will attempt to bite. If the human is next to the zombie, the zombie will spend 1 AP to turn, then spend its second AP to bite. If the human is directly behind the zombie, the zombie will use both APs to turn 180 degrees.

Second priority: **MOVE** toward a **human**. The zombie will move toward the closest human if there is a human in the same room as the zombie, in an open area on the same side of a building as the zombie, or in a room with a window that faces into the room or open area in which the zombie is currently standing.

Third priority: **MOVE** toward a **door** or a **window**. The zombie will move toward the closest door or window in an attempt to enter the building if there is a door or window facing into the room or open area in which the zombie is currently standing.

Fourth priority: **MOVE** toward a **barricade**. The zombie will move toward a barricade that is in a door or window that faces into the room or open area in which the zombie is currently standing. If there are one or more other zombies standing at that barricade, this becomes the third priority and the zombie will move toward the line in an attempt to break the barricade.

ADDITIONAL WAYS TO WIN

There are two additional victory conditions for the human players.

1) "Escape in the Car" – On the **House** game board, if a human player finds the item called CAR KEYS, all the humans have the option to escape in the car. The car can be entered through either side door (marked by arrows), and the entire car counts as one "space," i.e. no movement is necessary once inside the car. All human players must be inside the car, and then the human player with the CAR KEYS must roll a 6 on the regular 6-sided die to successfully start the engine. Each attempt to start the car costs 1 AP. Once the engine starts, the humans escape and immediately win. But, if 4 zombies pile up (connected by solid squares - no diagonals) against one of the car doors, any humans inside are immediately zombified.

On the **Island** game board, the boat acts the same way as the car, except there is only 1 entrance square into the boat. Use the CAR KEYS to start the boat.

On the **City** game board, the truck acts the same way as the car, except humans may also hop into the back of the truck to escape. Only the holder of the CAR KEYS is required to enter the front of the truck and start it with a roll of 6, as normal.

2) "The Cellar" – If a human player finds "The Cellar" card while searching, that search square becomes the door to the Cellar, and the Cellar board is brought into play. (That search square is no longer searchable). The Cellar has its own search square in it, which must be searched and now counts toward the human victory conditions. But, instead of barricading the entire outside of the house, the humans now have the option of barricading themselves in just the Cellar to win the game. All search squares must still be searched for a human victory. "The Cellar" card counts as an EVENT card, so you can keep drawing from the deck until finding an ITEM or WEAPON.

GAME VARIANTS

"SHORTER GAME" - If you want to play Zombie Plague but don't have the 60-90 minutes that it might take to play, or if you want a potentially easier victory condition for the humans, there is a way to shorten the game length without taking away from the experience. Instead of having the human players barricade the entire house to win the game, the human players must barricade themselves in any single room of their choice to win. All other victory conditions still apply. In order to keep the game challenging, you may wish to play with fewer hero figures.

“THE TRAITOR” - Before the game, prepare enough small slips of paper for each human player plus 1 extra. For example, if there are 4 human players, prepare 5 slips of paper. On one of these slips of paper, write the word “Traitor,” and leave all the others blank. Have all the human players draw one and secretly look at it. If someone draws the “Traitor” slip, he or she is now the Traitor and has separate victory conditions to win the game. There is a chance, due to having 1 extra slip that no one is the Traitor. In order to win, once all the search squares have been searched, the Traitor must barricade him/herself inside any one room alone, with no other humans or zombies inside. At the start of any turn after all search squares have been searched, the Traitor may reveal him/herself by announcing that they are the traitor. On that turn only, the Traitor gets 6 APs and may steal one item or weapon from an adjacent human player for free. Once the Traitor is barricaded in a room alone, she/he wins the game. Human players can attack each other in a game played with “The Traitor” variant, even before the Traitor has been revealed. Whenever a human player is killed or zombified, they must reveal whether or not they were the Traitor. If the Traitor chooses not to reveal him/herself before the end of the game and the humans have successfully completed all the victory conditions, then the Traitor is forced to reveal him/herself at that point and must attempt to achieve her/his separate victory conditions. The human players cannot win the game until the Traitor has been killed.

“28 DAYS LATER”– This is a little mini-game that can be tacked onto the end of a game in which the humans have won by barricading themselves in the house (or the Cellar, or any one room, depending on the victory conditions you’ve chosen) or escaped in a vehicle. It simulates a possible future a few weeks after the human players have successfully survived. The National Guard never came to the rescue, swarms of zombies can still be heard shuffling outside the barricades, and everyone is starting to crack under the tension and emotional strain. Begin this mini-game as soon as the final barricade has been placed or the vehicle has been started. Turns continue as normal, except the zombies are no longer in play (for the only possible exception, see below). Search squares can still be searched (if that particular character hasn’t searched it yet), but no one can pass through or take down any barricades. Each human player on their turn, before they use their APs, rolls the regular 6-sided die. If any player rolls a 5 or 6, everyone loses their mind and the humans begin attacking each other. Last one alive wins. (As an added bonus, you can play that when a human is killed, they have to roll the yellow Infection die to see if they come back as a zombie.)